BEAST WAR

THE AVALON HILL GAME COMPANY'S TRADEMARK
FOR ITS MICROCOMPUTER GAME OF ANIMALISTIC COMBAT

AH GAMES OF STRATEGY

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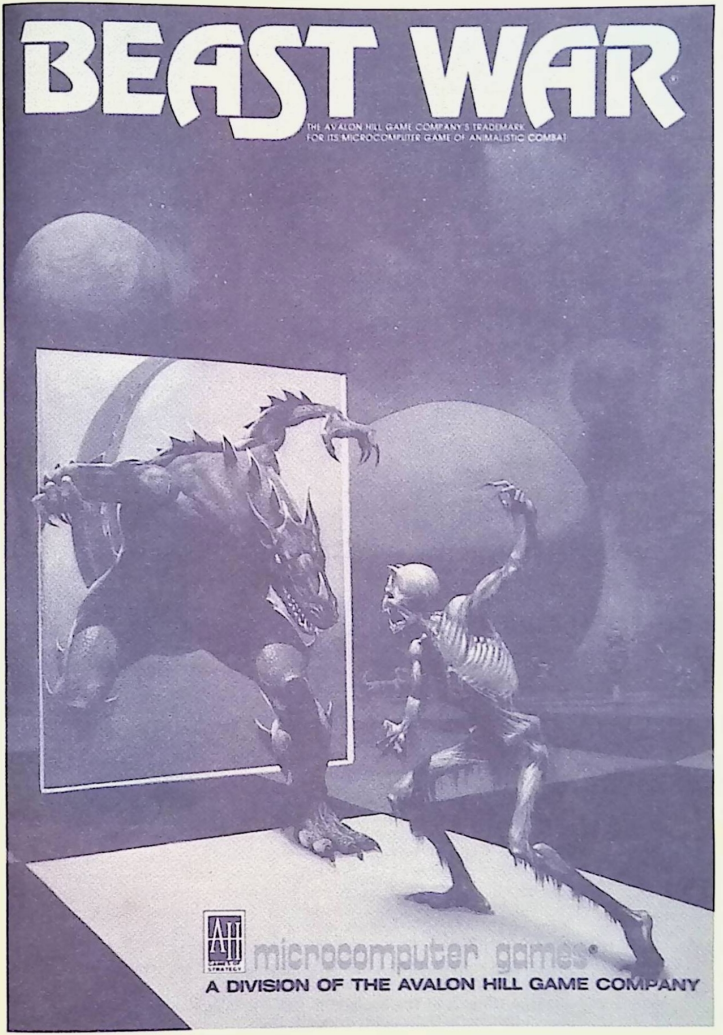
Computer Game Diskette for:
Apple® II Family, 48K 48952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DESIGN AND DEVELOPMENT: *Randolph Wohlert/ PrograMagic, Inc.*
RULES EDITOR AND ART DIRECTION: *William E. Peschel*
RULEBOOK GRAPHICS: *Charlie Kibler*
PRODUCTION COORDINATOR: *Phyllis Opolko*
PREP DEPT. COORDINATOR: *Elaine M. Adkins*
TYPESETTING: *Colonial Composition*
PRINTING: *Monarch Services*
COVER ART: *Jim Talbot*

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BEAST WAR™

Beast War is The Avalon Hill Game Company's trademark for its game of animalistic combat

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A BRIEF HISTORY OF THE BEAST WARS

IN THE GALAXY OF ALAXIS, a game of strategy and cunning is played which has come to be known as the *Beast War*.

Inhabited by several strong but warring races, their constant conflicts had reduced their population to where mutual destruction would result. In 3853 QA, the tribal leaders called a temporary truce, and formed the Council to find a nonviolent means for settling disputes. It was decided that disagreements would be settled by a tournament which would be won through the use of clever strategy. To avoid Alaxian bloodshed, the tournaments would be fought using semi-intelligent beasts controlled by their Alaxian masters. Any disagreements between the tribes would be settled with a Beast War tournament.

Due to the racial differences among its members, the Council agreed to three tournament standards. The Terran Common rules were favored by the Hominoid members of the council. These rules enabled the slower-thinking humans to devise innovative strategies. The Alaxian Universal rules were favored by most of the council members. These rules demanded

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rapid numerical analysis of your position, your strengths, and your opponent's weaknesses. To compromise between the desires of the Hominoids and the Alaxians, the Galactic Standard was agreed upon.

The rules were refined over the centuries. Advancements in holographic technology allowed the destruction of innocent beasts to end. Today, the game has been recreated for human consumption on the Apple II home computer family. A fourth set of rules, Novice Challenge, has been added for newcomers to this sport. The computer wanted to play, too.

Participants in a tournament are allowed to play by any mutually agreed upon set of rules. However, if there is any disagreement over the rules, then the tournament is played using the Galactic Standard.

INTERLECT: The Standard Intergalactic Language

When the Council was formed, its first action was to establish a standard intergalactic language called Interlect. By providing a common means of communication, interracial differences were more likely to be resolved through discussion rather than violence.

During combat, your directives to the beasts are translated into Interlect by your Apple computer. The portion of the language that is within the human hearing spectrum is transmitted to the Apple's speakers for your benefit. The language is based upon the most common dialects of the silicon-based lifeforms, and may lose something in the translation. (We recommend that you do not attempt this language should you meet someone from Alaxis.)

I. SET UP

WHILE THE COMPUTER IS OFF, put the game disk into your disk drive. Turn on your Apple computer. The game will load automatically.

Note: this game was designed to run on Apple II computers sold "as is." If you are having trouble loading Beast War, *please ensure that extra hardware such as 80-column cards, color boards, and CP/M operating systems have been removed from your computer.*

Your objective in *Beast War* is to capture more sectors than your opponent(s). The game consists of a series of rounds. During each round, you control an army of six beasts. A sector is captured by moving one of your beasts into the sector. Captured sectors

will contain one of your beasts, or a small satellite in your color.

Each round ends when only one player's beasts remain on the galactic grid.

II. OPTIONS

AFTER YOU ENTER YOUR NAME, the question "Would you like to play against the computer at the novice level?" will appear. You can see the letter Y in a white box. This is the "default condition," and the computer will automatically accept this as your answer if you hit the RETURN key. If you don't want to play the computer at this level, press N (for "No") and hit the RETURN key.

Select Game Rules: there are four different sets of rules to choose from: novice challenge, terran common, galactic standard and alaxian universal. Each set changes four factors. A fifth rules set will allow you to set the factors.

The factors are:

- the number of rounds to complete a tournament
- a time limit for each round
- the energy recharge time for creatures on the plexus (the center of the board)
- whether or not you want random starting positions

	Novice	Terran	Galactic	Alaxian	Custom
# of rounds	2	3	4	5	1-5
# of minutes	30	10	5	1	1-60
plexus recharge time (seconds)	4	3	2	1	1-60
random starting positions?	no	yes	yes	yes	yes/no

Number of rounds for each tournament: a tournament consists of one to five rounds. At the end of each round, the scores are totaled based upon the number of pieces in play and how many sectors each

player has captured. At the end of the tournament, the one with the most points wins.

Number of minutes for each player's turn: each player has a timeclock that is turned on each time it is that player's turn. Each player must make all of his moves within this time period. Failure to do so automatically ends the game, with that player losing all his pieces.

Plexus recharge time: this is the amount of time it takes for a beast on the plexus (the centermost sector on the board) to regain one unit of energy. Energy is lost by moving and by attacking.

Random starting positions: changing the starting positions of the beasts makes it more difficult to predetermine the opening moves of the game.

III. THE GALACTIC GAME GRID

THE GALACTIC GAME GRID has 41 sectors around the plexus. They are arranged in three orbits: the outer, middle, and inner orbit. Surrounding the grid are four colored fields. In the field of your color is a counter showing how many sectors your beasts have captured. When you start a round, you have controlled six sectors, the sectors your beasts are occupying.

The beasts move from one sector to another by jumping through hyperspace. Jumping is done by setting up two windows. A home window is built around the beast selected for movement, and a destination window is formed at the sector you want the beast to move to. Once the windows have been built, the beast jumps through hyperspace from the home window to the destination window. Each beast has its own unique movement pattern, as explained in section IV. Meet the Beasts.

When it is your turn to move, the information box in the upper right corner of the screen will display:

(your name)
SELECT
BEAST
USING
(keys or paddle)

Depending upon whose turn it is, and whether you are using paddles or the keyboard, the fourth line could be PDL 0 for paddle 0, PDL 1 for paddle 1, A AND S for the A and S keys, or K AND L for the K and L keys.

Keys A and K are used to select a beast or sector; keys S and L enters your choice into the computer. If you want to take back a choice, press the ESC key.

If you are using paddles, rotating the paddle back and forth across the middle area will move the source and destination windows. Pressing the paddle button will enter your choices.

THE GRAPHS

To the right of the grid are three graphs showing energy, time and and power.

The Energy and Power graphs show the condition of the beast the window is on. Energy is used to move the beast and will change during movement and combat. Energy can be replenished by occupying the plexus sector and by defeating other monsters. When a beast runs out of energy, it perishes.

The power of a beast is determined by its strength, the amount of moral support it has, and its combat bonus. For more information, see section VIII. Strategy.

The Time graph shows how much time you have left to make your moves. If you run out of time, the tourney ends and your beasts perish.

IV. MEET THE BEASTS

THERE ARE SIX different beasts competing in *Beast War*. Each has strengths and weaknesses and a unique movement pattern. In addition to this pattern, any beast can jump into the plexus from any sector in the inner orbit, and vice versa.

Movement consumes energy. Each beast moves to an adjacent sector, but some can move only to a certain color or direction. Jumping to a sector containing your own satellite (left by a previous friendly beast) consumes two energy units. Entering an empty sector uses four units. Jumping into a sector containing an enemy satellite consumes 12 units of energy. If you beast uses up all of its energy making the jump, it perishes and leaves one of your satellites in the sector.

The plexus is the center of the grid. As a focus of energy, it will channel that flow into any beast occupying that sector. The rate of flow is set at the beginning of the game. For example, if the recharge time is four seconds, that means that every four seconds, a beast on the plexus will receive a unit of energy, until it is totally recharged.

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The Aeroctus

The aeroctus is the only winged beast chosen by the Council for Beast War. It has 44 energy units. When attacking its prey, the tentacles of the aeroctus close together to form a spear tip which can easily puncture the thin metallic skin of a mechanos. However, the light bone structure and musculature of the creature does not provide it with enough power to easily damage the thick plating of an arachnid. The aeroctus have a strength of four units.

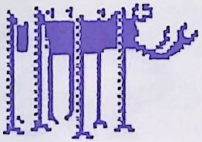
Movement pattern: the aeroctus can move only to an adjacent sector that is in a different orbit and color.

The Dracon

The dracon is a fearsome inhabitant of Alaxis. Its awesome flame breath makes it extremely dangerous. The dracon has a strength of nine, and its far-reaching flame is especially effective against the light bone structure and musculature of the aeroctus. However, it has little effect on the metallic structure of the mechanos. A dracon begins with 16 energy units.

Movement pattern: the dracon can move to any adjacent sector.

The Arachnid



The arachnid has a highly evolved neuromotor system to control its many legs. It can have up to 38 energy units, and has a strength of 5 units. The great dexterity of this beast enables it to slip its pincers under the protective scaling of a saurus, inflicting especially grievous wounds upon the beast. Only the mighty dracon appears to be resistant to the attack of an arachnid.

Movement pattern: the arachnid can move diagonally only.

The Wraithil

The unique appearance of the wraithil is responsible for its association with a mythological group of hominoid creatures called the Undead. It strikes a chord of superstitious fear in many creatures. This effect is very much noticeable in the saurus, which seems to be afraid to bite down upon a wraithil with any degree of force. The energy field projected from a wraithil's hands during combat is known to be especially effective against the highly evolved neuromotor system of the arachnid. However, the diversified nerve net of the aeroctus is resistant to this attack. Wraithils can have up to 30 energy units and have a strength of 6 units.

Movement pattern: the wraithil can move to a different colored sector.

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The Saurus

The fearsome saurus is believed to be a distant relative of the dracon. Strong competitions for the same ecological niche is suspected of being the basis for the intense hatred sauri have of dracons. In combat, a saurus becomes quite frenzied the moment he bites into a dracon. Although the saurus recovers almost immediately, this results in especially serious wounds being inflicted on the dracon. Known for their bad tempers, sauri turn green with rage when attacking each other. A saurus can have up to 24 energy units, and has a strength of 5 units.

Movement pattern: the saurus can move to any adjacent sector of the same color.

The Mechanos

The mechanos is the only silicon-based lifeform in *Beast War*. It is therefore the only beast capable of using a gravgen propulsion system. A mechanos is not intimidated in the least by a wraithil, and is effective against one in combat. A mechanos can have up to 20 energy units, and has a strength of 8 units. The laser weapon of a mechanos is largely dispersed by the reflective scaling of the saurus, and thus is less effective against the beast.

Movement pattern: the mechanos can move to an adjacent sector is a different orbit.

V. COMBAT

IF YOU SELECT a destination sector which contains an opponent's beast, its power and energy will be shown alongside your beast's ratings. If the move is made, combat occurs.

The top view of the grid is replaced by a side view of the sector with the two beasts facing each other. At the top are their energy and power graphs.

CONTROLLING THE BEAST

If keyboard controls are being used, the following groups control the beasts:

Left group:
- A: move left
- S: stop
- D: move right
- W: flee
- X: attack

Right group:
- K: move left
- L: stop
- ;: move right
- O: flee
- .: attack

If paddles are being used, turning the dial to the right will move the beast to the right; turning it to the left will move it to the left. Centering the dial will stop movement. Pressing the paddle button while the beast is advancing or standing still will cause the beast to attack. Pressing the button while your beast is backing up and near the edge of the screen will cause it to flee.

A beast can flee only to its original position, and then only if it contains one of your satellites. If it is already occupied, it cannot flee. If it doesn't have enough energy to make the jump, then it will perish when it emerges from hyperspace. Fleeing from your opponent will allow your enemy to move again.

VI. SCORING

THE ROUND ENDS when only one player's beasts remain on the galactic grid. At the end of the round, each player receives 300 points for each beast remaining on the field, and 150 points for each captured sector. At the end of the tournament, the player with the highest score wins. If you have been playing against the computer using one of the standard rule sets, your name and score will be saved.

VII. SPECIAL FEATURES

PAUSE

Holding down the CONTROL key and the P key (abbreviated CTRL-P) will stop the game. Press the RETURN key to continue.

SOUND

Pressing the CONTROL key and the S key (CTRL-S) will turn the sound off and on.

QUIT

Pressing CTRL-Q will end the tournament.

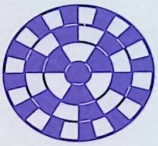
RESET HIGH SCORES

Pressing CTRL-R while the title page is displayed will reset the high scores to 0. The computer will tell you that the scores are being reset.

SELECTING A DIFFERENT BEAST

If you have selected a beast and change your mind, pressing the ESC key will allow you to choose another beast.

VIII. STRATEGY



THE OBJECTIVE OF *Beast War* is to capture more sectors than your opponent(s). To do this, you should consider your beasts' movement patterns, energy, power, combat capabilities, and strategic positioning.

The movement patterns of your beasts need to be carefully considered to enable you to capture sectors, attack your opponents, and defend your terrain. For example, certain beasts will only move on one color. Moving it through the plexus can change the color of the sector it is on. Moving a beast through the plexus also enables it to regain energy. However, trading beast positions can cost valuable time, allowing your opponent to take the initiative.

Moving to a sector containing an enemy satellite uses much more energy than moving to a free sector. It is advantageous to block your opponents' moves with your own satellites. If your opponent captures a sector containing your satellite, his beast will be weakened and open for attack.

This strategy calls for using your energy efficiently. Your beasts can gain energy by capturing and defending the plexus against your opponents, and by defeating them in combat. Since beasts lose energy through movement, any move that does not enhance your position is a wasted move.

If your beast's energy is less than three units, it will perish on the next move. There is little you can do with it in combat unless it has a very long weapon range versus its opponent (such as the dracon fighting the aeroctus). The kamikazee strategy is recommended: move into a sector containing an opposing satelitte and (poof!) your beast is gone but leaving a friendly satelitte behind.

But to be a successful Beast Warrior, you have to fight well. The amount of power a beast has is determined by its strength, moral support, and combative relationship with its opponent. The strength is determined by its nature; it cannot change. If the adjacent sectors contain friendly forces, your beast will be strengthened by their presence. Each friendly beast will increase the combatant's power by one unit.

Finally, each beast is especially effective in fighting one other beast, and resistant to attacks by one other beast. These factors provide combat bonuses which can increase or reduce a beast's power by two units. The Meet the Beasts section will provide more information on this.

The power graph reflects the sum total of these

factors. In combat, the amount of damage a beast does is determined by a random number that depends upon its strength, moral support, and combat bonus. The minimum amount of damage inflicted upon your opponent is determined by your beast's moral support and combat bonus. So a beast which has a combat bonus and moral support can often be quite successful in defeating an apparently more powerful opponent by repeatedly striking with an above average amount of damage.

Your position becomes greatly improved when you defeat an opponent's beast, and greatly weakened when one of your beasts are defeated. If your beast is defeated, you lose a sector and a beast, your total energy pool is reduced, and the victor's pool is increased. It is often the better part of valor to retreat when threatened by a superior force. Fleeing from combat is also costly, though not as much as being defeated. Recovering from a flee will lose time and energy, but it will preserve your beast.

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QUESTIONS OF PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

1. Unless specified elsewhere, this game was designed to be run on "standard" computer models. We cannot guarantee that the game will run on computers that have been modified by hardware from the original or third-party manufacturer. Hardware such as 80-column cards, memory cards and different operating systems could cause problems.

2. Check your equipment carefully to be sure that all cables and connections are correct.

3. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

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Defective software will be replaced.

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SNARK-7'S BEAST WAR TOURNEY

1st round

G. Mod. 2930
vs.
F. Perfect

Rules: Galactic Standard (default)
Rank: G. Mod 2930 — 20
F. Perfect — 11
Odds: 8 to 1

2nd round

Lethisto
vs.
T. Waznosky

Rules: Terran Common
Rank: Lethisto — 40
T. Waznosky — 35
Odds: 2 to 1

3rd round

Z. Bebliz
vs.
S. Llyv

Rules: Alaxian Universal
Rank: Z. Bebliz — 3
S. Llyv — 2
Odds: ?

4th round

J. Kttkkk
vs.
1-Dhit-45

Rules: Custom
5 rounds
3 minutes
60 second plexus
Random start
Rank: J. Kttkkk — 31
1-Dhit-45 — 38
Odds: 2 to 1

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	D. Kuijt	41	2598YOV	1
2.	S. Llyv	16	2368RJR	2
3.	Z. Bebliz	40	2188GGN	4
4.	8927366	35	2157EHJ	3
5.	K. Ytvcxia	26	2150GHI	5
6.	9ijk0	38	2082KIU	6
7.	H. Solo	30	2071HIP	8
8.	J. Dina'lt	38	2069LNX	7
9.	S. Jones	6	2066MHH	9
10.	54 Girrrskl	39	2055GIN	12
11.	F. Perfect	11	2045CEE	11
12.	W. Chung	35	2041GGL	10
13.	R2D3	6	2014GHN	13
14.	A. Jintogil	15	2012HHM	14
15.	F. Ord	8	1997EGL	19
16.	L. Long	24	1996GIP	16
17.	R. Robot	30	1993EEJ	17
18.	H. Wilknok	6	1975HGI	18
19.	A. Roireau	15	1964EFG	20
20.	G. Mod. 2930	36	1958HHM	21
21.	Q. Magiwww	17	1920DGI	22
22.	J. Huff	4	1915HGJ	23
23.	98711029	43	1906ILS	24
24.	Cdsxznbf	21	1898HDF	25
25.	K. Brityuh	34	1889WWZ	26
26.	J. Average	11	1874DEH	27
27.	U. Spinweb	16	1871CDF	28
28.	W. Ring	6	1856GHP	29
29.	F23G333	1	1855CEH	—
30.	S. T'Flopps	17	1852HLP	30
31.	J. Kttkkk	24	1843FHN	31
32.	W. Peschel	26	1838GHO	32
33.	Z. Yurt	50	1834XYZ	15
34.	M. Mwabi	2	1833CDE	33
35.	T. Waznosky	16	1830KKS	34
36.	P. Opolko	30	1830FHL	35
37.	93654798276	13	1829CEI	36
38.	1-Dhit-45	7	1828DED	37
39.	J. Norbert	41	1821GFI	46
40.	Lethisto	10	1812CEI	38
41.	S. Sachnusen	17	1809DDF	39
42.	A. Airheart	22	1806HJQ	40
43.	Mewtorf	9	1806DFE	41
44.	Hal-199	6	1797GCP	42
45.	J. Starblight	27	1795GHO	43
46.	T. Buttemut	7	1785DDJ	44
47.	S'liffs	1	1783CDH	—
48.	W. Fertlesneg	9	1782FJN	45
49.	P. Rupp'win	6	1770CEH	47
50.	Snib-989	8	1769DFK	48

MEET THE 50 . . .

G. Mod. 2930 is a Mobile AH-9000 with class 1 Artificial Intelligence. G. Mod. is 2 Solar periods old. G. Mod. is employed as an interstellar navigator by Werx & Oty Galaxy Wide Riyuv Distributors in Sector 13-2 of the Alaxian system.

Favorite Game: Gulf Strike
AREA Rated Games: BW, GS, SQ
AREA W-L Record: 25-5
Gaming Time/Period: 16ps
Hobbies: Temporal Calculus, Molecular Chess, TV
Pet Peeve: Class 2 AI
% Time PBT: 10.8
Play Preference: Yes

G. Mod. 2930 states:

"I hate Class 2 AI's. They always overstep themselves in the game and leave gaping holes in their defense. The only way they are a challenge is if you play PBT so they have 2 more picroseconds to analyze. Beast War has been very, very good to me."

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"More megatons per microgram"

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thing called "frizby."
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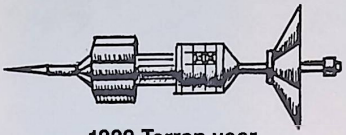
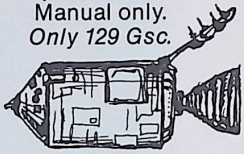
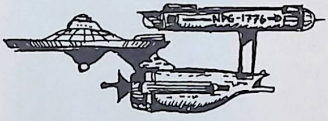


1999 Terran year
Model: Space Beagle
All computer control gone.
Manual only.
Only 129 Gsc.



Antique! Apollo X capsule
Only drove to a moon and back
A Steal at 128 Gsc.



Yorktown
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BEAST WAR

By Randolph Wohlert

A BRIEF HISTORY OF THE BEAST WARS

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Inhabited by several strong but warring races, their constant conflicts had reduced their population to where mutual destruction would result. In 3853 QA, the tribal leaders called a temporary truce, and formed the Council to find a nonviolent means for settling disputes. It was decided that disagreements would be settled by a tournament which would be won through the use of clever strategy. To avoid Alaxian bloodshed, the tournaments would be fought using semi-intelligent beasts controlled by their Alaxian masters. Any disagreements between the tribes would be settled with a **Beast War** tournament.

Due to the racial differences among its members, the Council agreed to three tournament standards. The Terran Common rules were favored by the Hominoid members of the council. These rules enabled the slower-thinking humans to devise innovative strategies. The Alaxian Universal rules were favored by most of the council members. These rules demanded rapid numerical analysis of your position, your strengths, and your opponent's weaknesses. To compromise between the desires of the Hominoids and the Alaxians, the Galactic Standard was agreed upon.

The rules were refined over the centuries. Advancements in holographic technology allowed the destruction of innocent beasts to end. Today, the game has been recreated for human consumption on the Apple II home computer family. A fourth set of rules, Novice Challenge, has been added for newcomers to this sport. The computer wanted to play, too.

Beast War is an easy-to-learn game that combines the tactical skills of chess with arcade combat. Each creature has strengths and weaknesses, and it is up to you to decide their fate.

For one to four players, **Beast War** can take up to an hour to play. Complexity Level: **4** [on a scale of 1 (easy) to 10 (hard)].

Beast War is ready to run on your Apple® II, II+, IIe or IIc Home Computer system with one disk drive. Paddles are optional.

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